

Amendments to the Claims:

This listing of claims will replace all prior versions, and listings, of claims in the application:

Listing of Claims:

1. (Currently amended) A portable camera including:
 - (a) ~~a digital image capture device for the capturing of a digital image images;~~
 - (b) ~~an inbuilt printer device;~~
 - (c) ~~a programming language interpreter internally connected to said digital image capture device for the manipulation of a digital image captured by said capture device;~~
 - (d) ~~a script input means for inputting receiving a self documenting program script for the manipulation and filtering of said captured digital image to produce visual alterations thereof, said script input means including a card reader for optically reading a the program script printed as an array of dots on one a surface of a portable card;~~
 - ~~a programming language interpreter for manipulating the digital image in accordance with instructions contained in the program script;~~
 - (e) ~~a display for displaying the digital image after manipulation by the programming language interpreter; and~~
 - ~~(f) an inbuilt printer device for displaying the digital image after manipulation by the programming language interpreter.~~

~~wherein said script is interpreted and executed by said interpreter means to modify a captured digital image in accordance with said script to produce a digital image modified from said captured digital image, wherein said display is adapted to display said modified image, and wherein said printer device is adapted to print said modified image.~~
2. (Currently amended) A portable camera as claimed in claim 1 wherein said card has, on said one surface, a fault tolerant encoded form of the said program script.
3. (Currently amended) A portable camera claimed in claim 1 [[2]] wherein the manipulation includes said programming language includes a language construct for implementing image warping.
4. (Currently amended) A portable camera claimed in claim 1 [[2]] wherein the manipulation includes said programming language includes a language construct for implementing convolution.

5. (Currently amended) A portable camera claimed in claim 1 [[2]] wherein the manipulation includes said programming language includes a language construct for implementing color lookup tables.
6. (Currently amended) A portable camera claimed in claim 1 [[2]] wherein the manipulation includes said programming language includes a language construct for implementing posterising images.
7. (Currently amended) A portable camera claimed in claim 1 [[2]] wherein the manipulation includes said programming language includes a language construct for implementing adding noises to images.
8. (Currently amended) A portable camera claimed in claim 1 [[2]] wherein the manipulation includes said programming language includes a language construct for implementing image enhancement.
9. (Currently amended) A portable camera claimed in claim 1 [[2]] wherein the manipulation includes said programming language includes a language construct for implementing implementing image painting algorithms including brush jittering and tiling.
10. (Currently amended) A portable camera claimed in claim 1 [[2]] wherein the manipulation includes said programming language includes a language construct for implementing edge detection.
11. (Currently amended) A portable camera claimed in claim 1 [[2]] wherein the manipulation includes said programming language includes a language construct for implementing image illumination.
12. (Currently amended) A portable camera claimed in claim 1 [[2]] wherein the manipulation includes addition of said programming language includes a language construct for implementing text and fonts.

13. (Currently amended) A portable camera claimed in claim 1 [[2]] wherein the manipulation includes said programming language includes a language construct for implementing face detection.
14. (Currently amended) A portable camera claimed in claim 1 [[2]] wherein the manipulation includes said programming language includes a language construct for implementing utilisation of arbitrary complexity pre-rendered graphical objects.